

A New R&D Process for Game Design





Experimental

Mobile

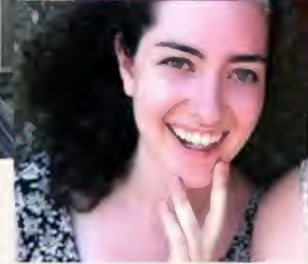
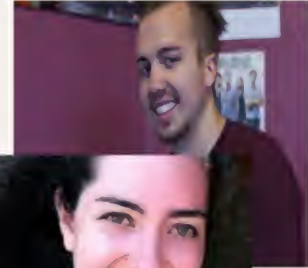
Games

Group



Participants From:

- High-School
- College
- Graduate School



Different Skill Levels



Different Equipment Levels



Starting Goals

- Generate new ideas for the lab
- Include as many of the lab fellows as possible



First Meeting



Emerging Priorities

- Inclusive Process
- Quick, 1-month prototypes
- Promote Intergenerational learning



1 Month Life-Cycle of a Mobile Experiment

Between week 1 and week 2 the group reads two articles recommended by the priorities. Individual group members are invited to generate in-class game ideas and submit them before meeting time.

1

Meeting 1 - A researcher or content expert gives a 20-30 minute mini-lecture on a Ci3-related topic of their choosing. The rest of the meeting time is used to discuss the topic and introduce several possible game directions.

2

Meeting 2 - Vote on ideas submitted by group members. Choose an idea and continue to hone it as a group.

James creates prototype 1

3

Meeting 3 - First prototype of the game is due. The group discusses progress and next steps.

4

James creates prototype 2

Meeting 4 - Second prototype is due. The group critiques the project and provides suggestions for future iterations.



Speakers





Arrow Keys to Move
Space Bar to Shuffle
For administrator view only

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Who Benefits?

- Students
(participate in the design process)
- Prototyper/Developer
(rapid prototyping practice)
- Organization
(try new ideas to see what sticks)



How Does it Scale?



Take-Aways

- Not a Gated Community
- Liberating to work on other people's projects
- Jump in



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Thank You!

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